ENTERACTIVE™ VIDEO GAMES

NES - KK - USA

The Karate Kid

INSTRUCTION BOOKLET

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo

ENTERTAINMENT SYSTEM®

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Treat Your LJN Game Carefully

- This LJN Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

INTRODUCTION

Think you can handle a real Martial Arts challenge? Then how about guiding DANIEL-SAN through the series of hazards, obstacles and challenges that stand in his path? But don't think that just being able to fight will get you through. This time it's not enough to just punch, kick and jump...this time your total Martial Arts training will be put to the test. Your discipline and inner control could be what saves your life. You must prove that you are capable of thinking, reasoning and reacting. Catching a fly with your chopsticks, or splitting blocks of ice with your bare hand is just as important as fighting face to face with your enemy.

This challenge will take you to the Karate Tournament in L.A., the back roads of Okinawa and many strange areas beyond. Always keep your mind clear and remember all that you've been taught and maybe...just maybe...you'll make it.

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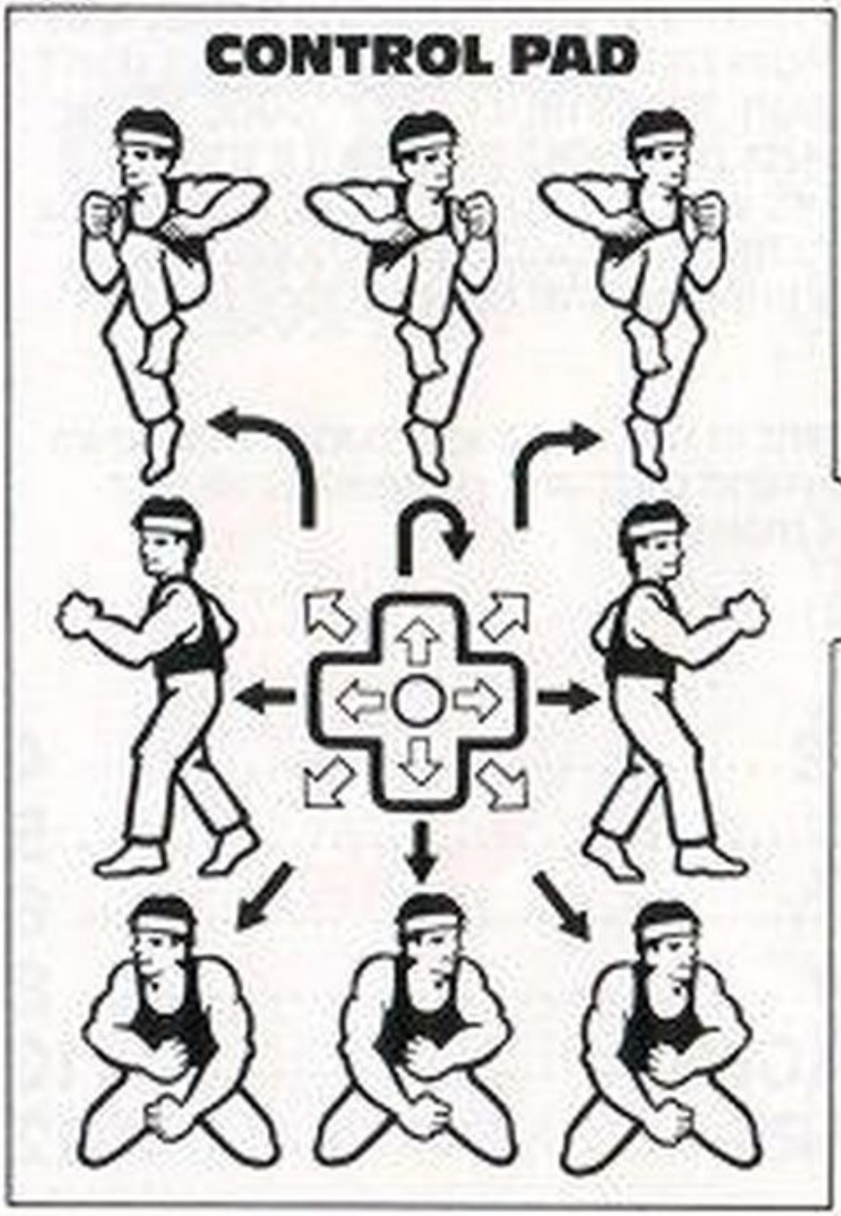
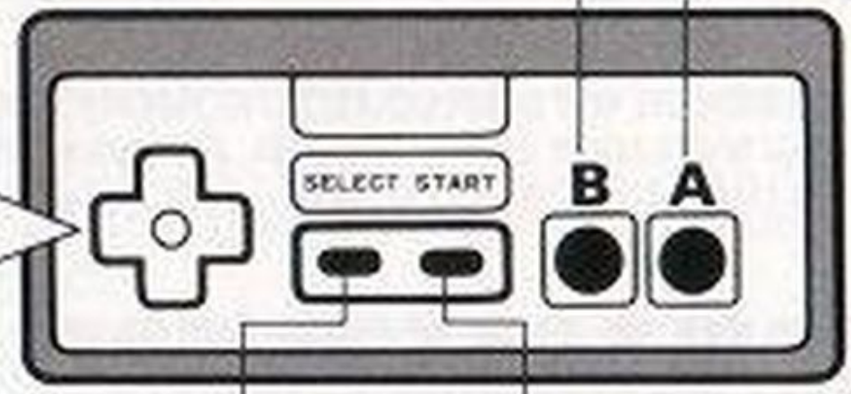
1 HOW TO USE THE CONTROLLER



B BUTTON
kick

A BUTTON
punch



SELECT BUTTON
select the game mode

START BUTTON
start or pause the game

2 GAME GUIDE

■You can play with THE KARATE KID in two different ways. One way is the usual game play and the other is ONE-ON-ONE against an opponent. (see page 6) The usual game play is made up of 4 REGULAR GAME STAGES and 3 BONUS STAGES.

The first stage is the KARATE TOURNAMENT. Here you must defeat all your opponents and become the champion before you can advance to the second stage. This is where the scrolling starts and you are attacked by many enemy fighters on your way to the final confrontation with CHOZEN.

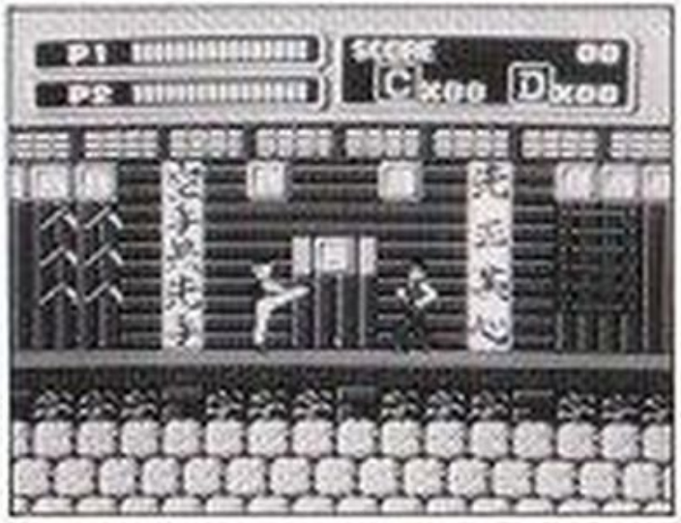
■During the BONUS STAGES you can earn Special Techniques like the CRANE KICK and the DRUM PUNCH which you can save and use later in the game. You can also earn them by touching the [C] and [D] symbols whenever they appear.

■You can enter and challenge a BONUS STAGE by jumping into one of the dark doorways that appear in the background. Your skill in the BONUS STAGE is what will determine how many points you score and how many Special Techniques you earn.

3 HOW TO PLAY

GAME MODE SELECTION Screen

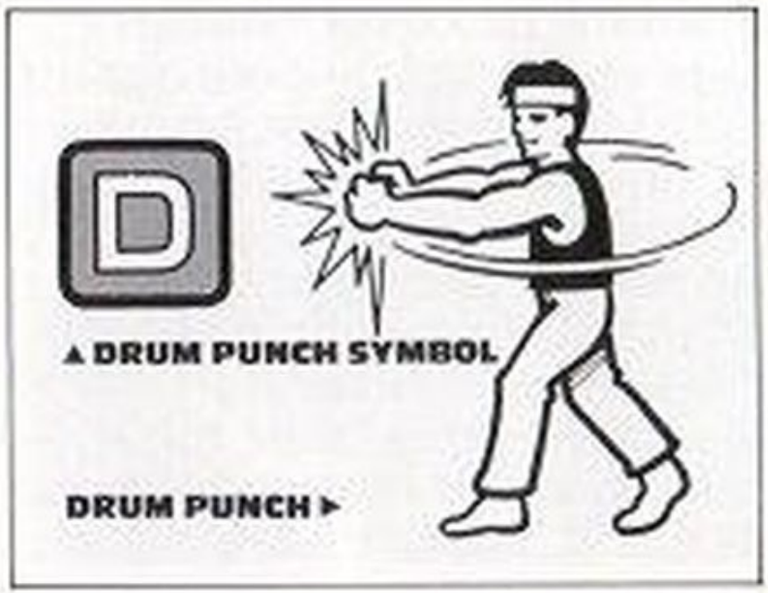
ONE-ON-ONE Mode

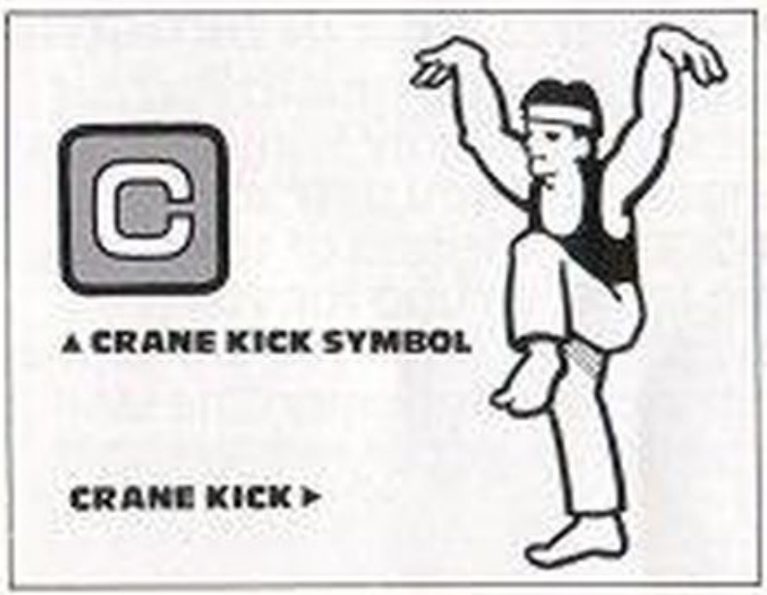


■ GAME MODE SELECTION

Press the start button and the GAME MODE SELECTION screen is displayed. Select any 1 of 3 modes; 1 PLAYER, 2 PLAYERS or ONE-ON-ONE.

The 1 PLAYER and the 2 PLAYERS games are usual game play. The ONE-ON-ONE game is played by 2 players against each other. One is DANIEL-SAN and the other is CHOZEN. While playing in this mode, no Special Techniques can be used.





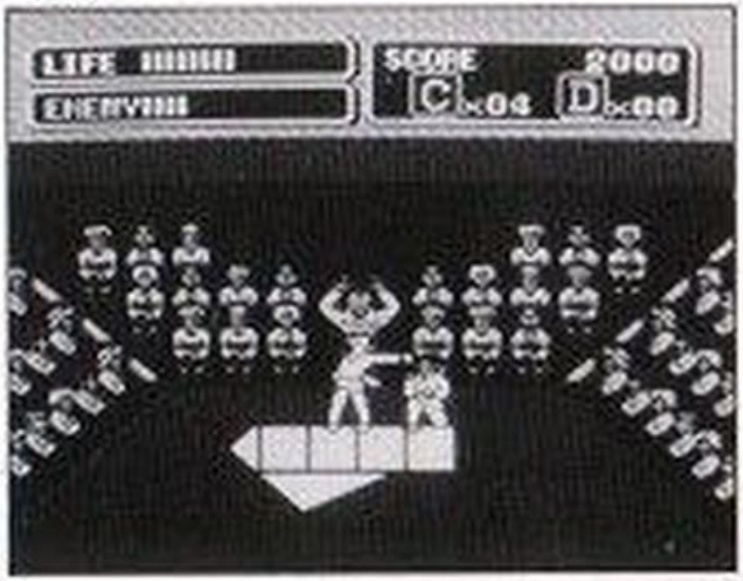
■ SPECIAL TECHNIQUES

There are two very powerful and destructive Special Techniques that are available to be used in addition to the basic punch and kick. They are the DRUM PUNCH and the CRANE KICK.

You can earn these Special Techniques during the BONUS STAGES. The higher your score is during the BONUS STAGE, the more Special Techniques you earn. The number of CRANE KICKS and DRUM PUNCHES you have is displayed in the upper right hand corner of the screen. You are limited to this number only.

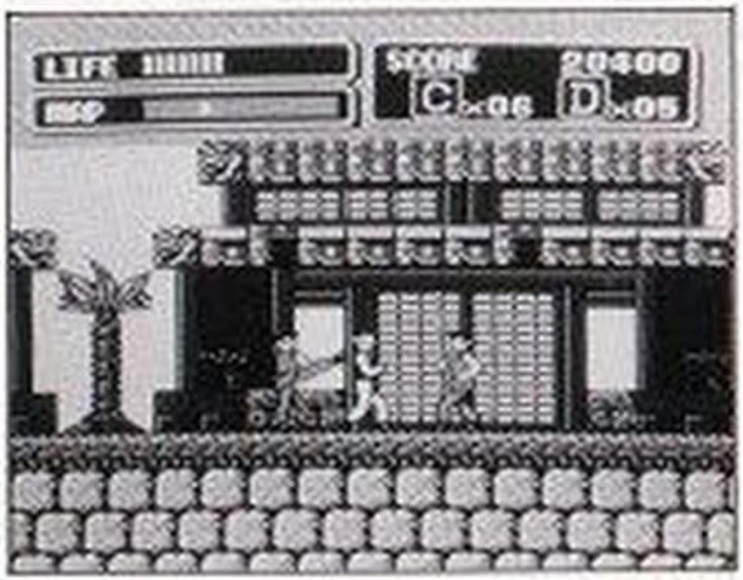
CRANE KICKS can be used by pressing the A button and DRUM PUNCHES are controlled by the B button, but only when you are not pushing the control pad. If you are pushing the control pad at the same time, the A button will be a normal punch and the B button will be a normal kick.

4 FEATURES OF EACH STAGE



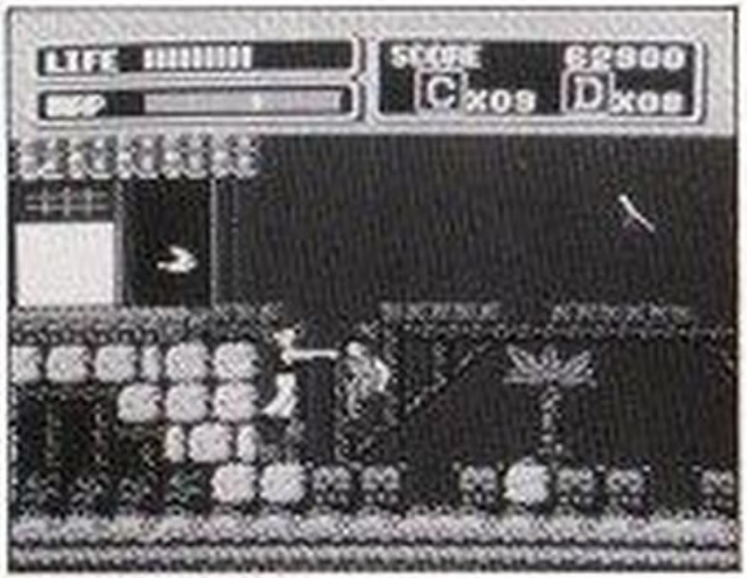
■1ST STAGE—KARATE TOURNAMENT

During this stage you must compete against 4 different opponents in the First Round, Quarter Final, Semi Final and Final Rounds. You must win the Tournament in order to advance to the next stage. You are given 4 CRANE KICKS to use at the beginning of the Tournament. The Life Level Indicator does not change during this stage, but if you are defeated in any of the rounds, you lose one CHANCE.



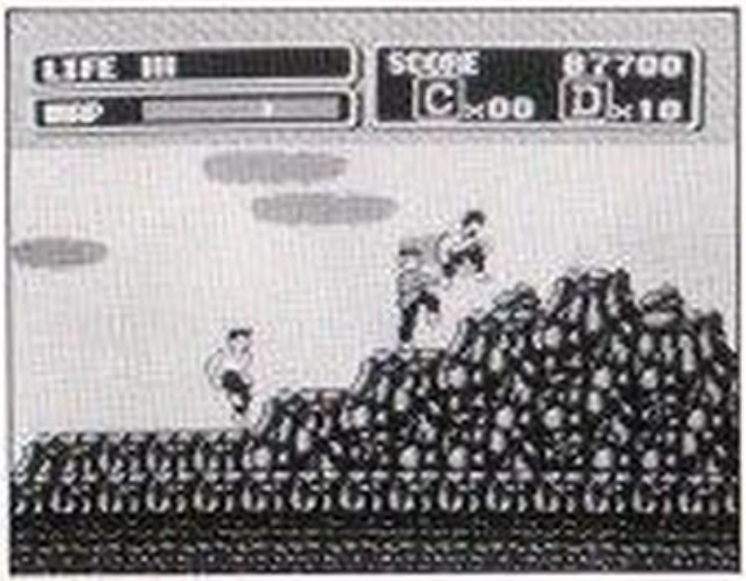
■2ND STAGE—DANIEL-SAN IN OKINAWA

During this stage, you scroll the screen to the right as several enemy fighters jump out to challenge you. If you defeat all of them and advance to the end of the stage, CHOZEN will be there waiting for you. You can always see how close you are to the end by checking your position on the MAP displayed in the upper left of the screen.



■ 3RD STAGE—THE TYPHOON STRIKES

During this stage you must battle against gusting winds and torrential rains as you try to avoid flying sticks and birds being blown backwards. You must beat the many enemy fighters, defeat CHOZEN and then rescue the little girl who is trapped on the tower.

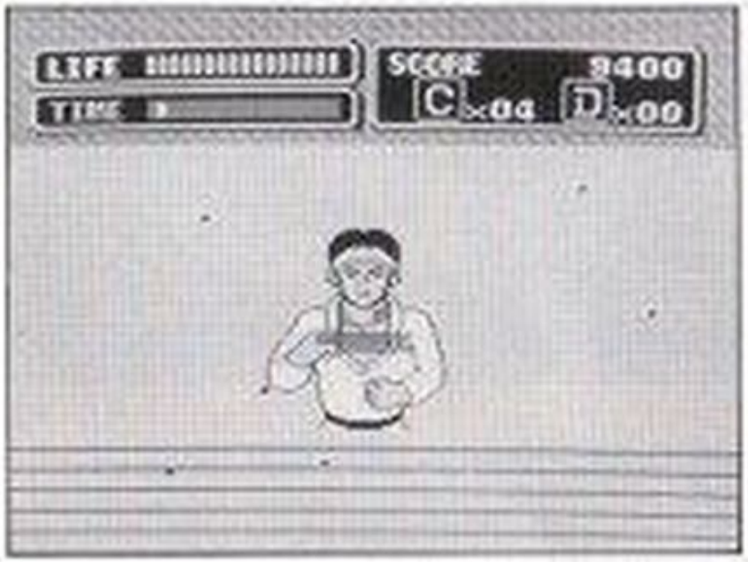


■ 4TH STAGE—SUMMER FESTIVAL

During this stage you travel to the ruins of a castle by the sea. You must fight against many enemy fighters who are now carrying spears and then battle CHOZEN, who is more powerful in this stage than he was in the last. CHOZEN is holding KUMIKO as a hostage and as you fight him, you must also try to rescue her and prevent her from falling in the water.

5 INTRODUCTION TO BONUS STAGE

■ You can sometimes enter into a BONUS STAGE by jumping into one of the dark doorways in the background.



• CHOPSTICKS FLY CATCH

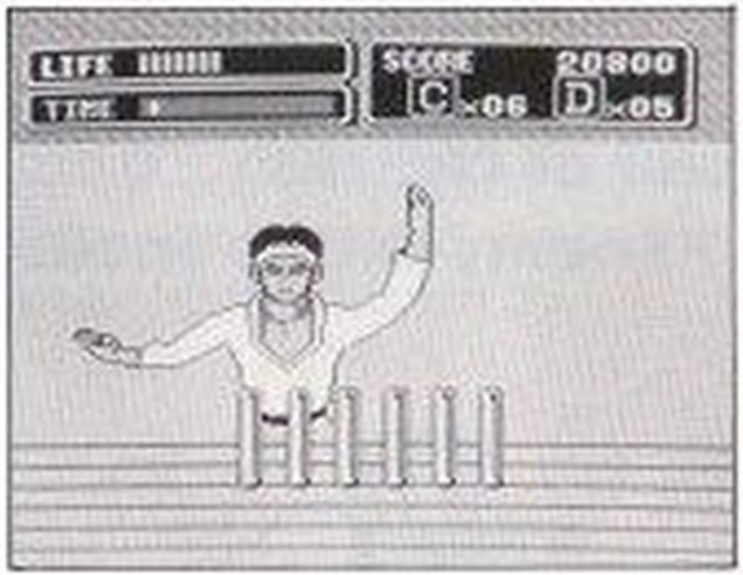
During this stage you must direct DANIEL-SAN to catch as many flies as he can with his chopsticks. You have 15 seconds to do so.

The A and B buttons control the chopsticks and the control pad moves DANIEL-SAN himself.

• ICE BLOCK BREAK

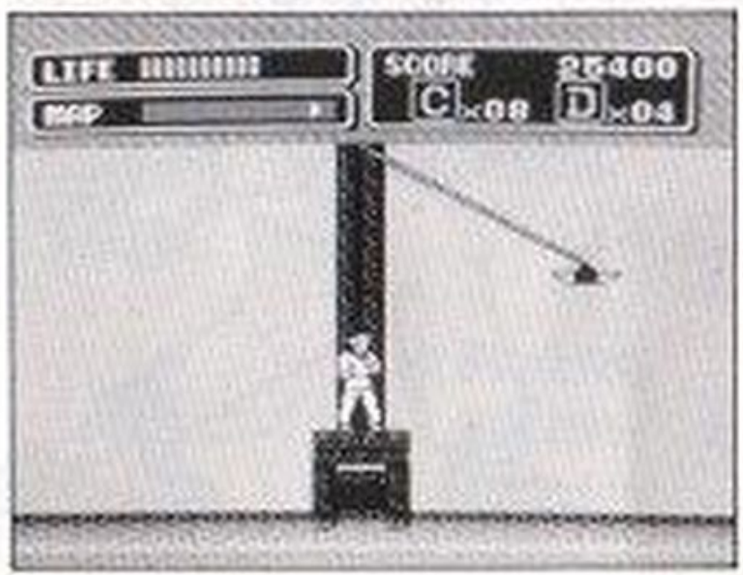
During this stage you must exercise DANIEL-SAN's Martial Arts control to try and get him to break as many ice blocks as possible.

As soon as he starts his Karate Breathing, the Life Level indicator begins to move.



When the indicator is in its highest position, quickly press either the A or B button.

DANIEL-SAN's breathing rate relates directly to the amount of power he has at that time. You must learn to observe and understand the relationship between the indicator and the breathing if you want to succeed in this stage. This stage is limited to 15 seconds.



• SWINGING HAMMER

This is the stage where DANIEL-SAN practices the DRUM PUNCH Technique. The hammer swings back and forth 6 times and you must dodge it without jumping off. You can dodge it by pressing either the A or B button. The number of times you successfully dodge the hammer determines how many bonus points you get.

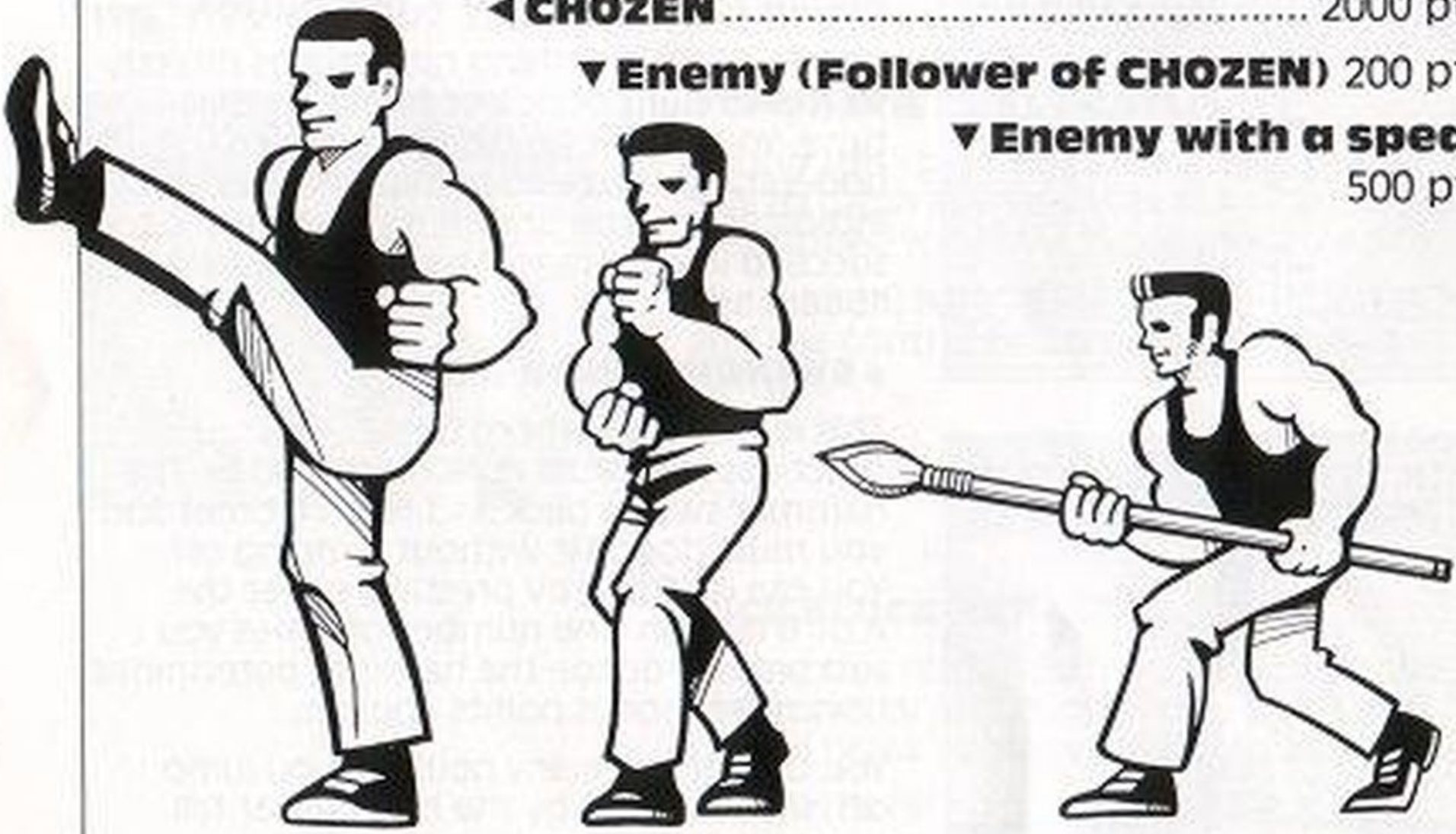
You do not score any points if you jump off. If you are hit by the hammer or fall down, the stage ends.

6 INTRODUCTION TO CHARACTERS

◀ **CHOZEN** ..... 2000 pts.

▼ **Enemy (Follower of CHOZEN)** 200 pts.

▼ **Enemy with a spear** 500 pts.



In addition to what is shown on these two pages, you can score points by hitting cabbage and bonsai plants thrown by the enemy fighters.

◀ **Bird**
100 pts.

◀ **Rock**
100 pts.

◀ **Flying Stick**
100 pts.

LIFE LEVEL BONUS CHARACTERS:

MIYAGI **KUMIKO** **SATO**

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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Game Pak "NES-GP"

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